GunFu Deadlands Devon Cormack

1. Name of the game
   a. Gun Fu DeadLands
2. Game platform
   a. Flash game
3. Write a brief description of the game
   a. You are a gun toting cowboy who has to go and kill all of the evil people in your town using your gun and your kung fu skills.
4. What is the game's genre? Does it follow the rules for the genre? Does it have any unique characteristics relative to other games in the genre?
   a. Third person shooter. It does follow the rules for this genre, however the kung fu mode gives it a unique look.
5. Describe the game interface. What controls are available to the user, and what aspects of the game do they control?
   a. There are the normal WASD keys for movement of the character in the game. The mouse controls where the gun points and left click fires the gun. R reloads your gun. These are all typical of third person shooters. The kung fu mode is activated by right clicking. It slows everything down but slows you down less so that you can dodge bullets.
6. What is the goal of the game?
   a. The goal of the game is to eliminate all of the enemy so that you can move to the next level.
7. What are the major challenges of the game?
   a. The enemies can shoot you and kill you. You have to restart the level when you die.
8. What is the complexity of the rule set?
   a. If the enemy shoots you you die. If you shoot him he dies. You have six shots in a clip. You can reload but it takes a second. The environment has buildings and walls that are impenetrable, fences you can fire through but not walk through, and grasses you can fire through and walk through but that block the enemy's vision. the enemies can see in the direction they are looking in and can hear you when you fire your gun.
9. What kind of competition exists?
   a. firefight between the enemies and you.
10. Is the game fun? Rate on a scale of 1 (not fun) to 5 (very fun)
    a. 4 Would have given a 5 but its really really difficult.
11. Is the game difficult to learn? Rate on a scale of 1 (easy) to 5 (difficult).
    a. 2 Very easy to learn, very difficult to master
12. Rate the visual quality of the game between 1 (poor) to 5 (very good).
    a. 4 Not particularly varied, but practical and not unpleasant.
13. How engaging is the game? Rate on a scale of 1 (not at all) to 5 (extremely).
    a. 5 It has a good challenge and is difficult enough to keep the player interested.
14. What is your overall recommendation for the game? Rate on a scale of 1 (Do not recommend) to 5 (strongly recommend).
    a. 5 Very fun game.